

CLAIMS

What is claimed is:

1. A gaming device comprising:

a first gaming unit configured for operating a primary game thereon, an outcome of said primary game being randomly selected; and

a bonus game controller connected to said first gaming unit, said bonus game controller configured for initiating a bonus game upon the occurrence of a predetermined activity associated with said first gaming unit, said bonus game including comprising an interactive game of skill awarding a bonus in relation to a level of a corresponding physical interaction of a player with said first gaming unit.

2. The gaming device of claim 1, further comprising a strike receiver and a striker.

3. The gaming device of claim 2, wherein said interactive physical game of skill comprises a player striking said strike receiver with said striker, to receive a bonus award.

4. The gaming device of claim 1, further comprising a mechanical arm.

5. The gaming device of claim 4, wherein said interactive physical game of skill comprises an arm wrestling game, requiring a player to manipulate said mechanical arm to receive a bonus award.

6. The gaming device of claim 1, further comprising a target display and a game gun.

7. The gaming device of claim 6, wherein said interactive physical game of skill comprises a shooting game having a player shooting images displayed on said target display for receiving a bonus award.

8. The gaming device of claim 1, further comprising a ball ramp and a number of ball receivers.

9. The gaming device of claim 8, wherein said interactive physical game of skill comprises a ball rolling game requiring a player to roll a ball across said ball ramp into one of said ball receivers to receive a bonus award associated with said one of said ball receivers.

10. The gaming device of claim 1, further comprising at least one Virtual Reality interaction system connected to said bonus game controller.

11. The gaming device of claim 10, wherein said interactive physical game of skill comprises an interactive computer generated Virtual Reality game accessible to a player using said at least one Virtual Reality interaction system.

12. The gaming device of claim 11, wherein said interactive computer generated Virtual Reality game comprises a hammer strike game having said player striking a computer generated strike receiver using a computer generated striker.

13. The gaming device of claim 11, wherein said interactive computer generated Virtual Reality game comprises an arm wrestling game having said player arm wrestle a computer generated opponent for receiving a bonus award.

14. The gaming device of claim 11, wherein said interactive computer generated Virtual Reality game comprises a computer generated shooting game having said player shooting computer generated images for receiving a bonus award.

15. The gaming device of claim 11, wherein said interactive computer generated Virtual Reality game comprises a computer generated ball game requiring said player to hit computer generated targets with a computer generated ball for receiving a bonus award.

16. The gaming device of claim 1, wherein said predetermined activity comprises a specific predetermined random outcome occurring in said primary wagering game in response to a wager placed on said first gaming unit.

17. The gaming device of claim 1, wherein said predetermined activity comprises a wager of a predetermined value being placed on said first gaming unit.

18. The gaming device of claim 1, wherein said predetermined activity comprises a predetermined number of wagers being placed on said first gaming unit.

19. A gaming device comprising:
a gaming unit configured for operating a primary game thereon, an outcome of said primary game being randomly selected;
a bonus game controller connected to said gaming unit, said bonus game controller configured for conducting an interactive bonus game upon the occurrence of a predetermined activity associated with said first gaming unit, said bonus game comprising an interactive computer generated Virtual Reality game; and
at least one Virtual Reality interaction system for communicating with said bonus game controller.

20. The gaming device of claim 19, wherein said interactive computer generated Virtual Reality game is accessible to a player using said at least one Virtual Reality interaction system.

21. The gaming device of claim 20, wherein said interactive computer generated Virtual Reality game comprises a hammer strike game having said player striking a computer generated strike receiver using a computer generated striker.

22. The gaming device of claim 20, wherein said interactive computer generated Virtual Reality game comprises an arm wrestling game having said player arm wrestle a computer generated opponent for receiving a bonus award.

23. The gaming device of claim 20, wherein said interactive computer generated Virtual Reality game comprises a computer generated shooting game having said player shooting computer generated images for receiving a bonus award.

24. The gaming device of claim 20, wherein said interactive computer generated Virtual Reality game comprises a computer generated ball game having said player hitting computer generated targets using a computer generated ball for receiving a bonus award.

25. The gaming device of claim 20, wherein said interactive computer generated Virtual Reality game comprises a prediction game having said player competing in making successful predictions against a computer generated predictor for receiving a bonus award.

26. The gaming device of claim 20, wherein said interactive computer generated Virtual Reality game comprises a racing game having said player participating in a race for receiving a bonus award.

27. The gaming device of claim 19, wherein said predetermined activity comprises a specific predetermined random outcome occurring in said primary wagering game in response to a wager placed on said first gaming unit.

28. The gaming device of claim 19, wherein said predetermined activity comprises a wager of a predetermined value being placed on said first gaming unit.

29. The gaming device of claim 19, wherein said predetermined activity comprises a predetermined number of wagers being placed on said first gaming unit.

30. A gaming system, comprising:

a bonus event controller configured for operating a shared Virtual Reality bonus event in response to a bonus event trigger; and
a plurality of gaming units for communication with said bonus event controller, each gaming unit configured for operating a primary wagering game thereon and for providing qualifications for participating in said shared Virtual Reality bonus event for a player located thereat.

31. The gaming system of claim 30, wherein each gaming unit comprises a microprocessor for producing a plurality of random outcomes.

32. The gaming system of claim 31, wherein said microprocessor utilizes a random number generator.

33. The gaming system of claim 30, where each gaming unit is configured for providing said qualification for participating in said shared Virtual Reality bonus event in response to a predetermined activity occurring thereat.

34. The gaming system of claim 33, wherein said predetermined activity comprises a specific predetermined random outcome occurring in said primary game in response to a wager placed on a said gaming unit of said plurality.

35. The gaming system of claim 33, wherein each of said gaming units further comprises a bonus game controller for initiating a bonus game upon an occurrence of a predetermined outcome of said primary game.

36. The gaming system of claim 35, wherein said predetermined activity comprises a specific bonus game outcome occurring in said bonus game.

37. The gaming system of claim 36, wherein said bonus game comprises an interactive skill game awarding a bonus in response to an interaction of a player with a said gaming unit.

38. The gaming system of claim 37, wherein a said gaming unit comprises a strike receiver and a striker.

39. The gaming system of claim 38, wherein said interactive skill game comprises a player striking said strike receiver with said striker.

40. The gaming system of claim 37, wherein a said gaming unit comprises a mechanical arm.

41. The gaming system of claim 40, wherein said interactive skill game comprises an arm wrestling game having a player manipulate said mechanical arm.

42. The gaming system of claim 37, wherein a said gaming unit comprises a target display and a game gun.

43. The gaming system of claim 42, wherein said interactive skill game comprises a shooting game having a player shoot images displayed on said target display using said game gun.

44. The gaming system of claim 37, wherein a said gaming unit comprises a ball ramp and a number of ball receivers.

45. The gaming system of claim 44, wherein said interactive skill game comprises a ball rolling game having a player roll a ball across said ball ramp into one of said ball receivers.

46. The gaming system of claim 37, wherein said interactive skill game comprises a prediction game having a player predict an event occurring within said interactive skill game.

47. The gaming system of claim 37, wherein said gaming unit comprises at least one Virtual Reality interaction system operably coupled thereto.

48. The gaming system of claim 47, wherein said interactive skill game comprises an interactive computer generated Virtual Reality game accessible to a player using said at least one Virtual Reality interaction system.

49. The gaming system of claim 48, wherein said interactive computer generated Virtual Reality game comprises a hammer strike game requiring said player to strike a computer generated strike receiver using a computer generated striker.

50. The gaming system of claim 48, wherein said interactive computer generated Virtual Reality game comprises an arm wrestling game requiring said player to arm wrestle a computer generated opponent.

51. The gaming system of claim 48, wherein said interactive computer generated Virtual Reality game comprises a computer generated shooting game requiring said player to shoot computer generated images.

52. The gaming system of claim 48, wherein said interactive computer generated Virtual Reality game comprises a computer generated ball game requiring said player to hit computer generated targets with a computer generated ball.

53. The gaming system of claim 48, wherein said interactive computer generated Virtual Reality game comprises a prediction game requiring said player to compete in making successful predictions against a computer generated predictor.

54. The gaming system of claim 30, wherein said plurality of gaming units comprises at least one gaming unit located at each of at least two mutually remotely located casinos.

55. The gaming system of claim 30, wherein each of said gaming units includes a device for uniquely identifying a player making a wager at said first gaming unit.

56. The gaming system of claim 30, wherein said shared Virtual Reality bonus event comprises a racing game.

57. The gaming system of claim 30, wherein said shared Virtual Reality bonus event is configured to enable a number of players to compete against one another to receive bonus awards based upon performance.

58. The gaming system of claim 57, wherein said bonus event controller randomly assigns at least one common game element common to all of said players in said shared Virtual Reality bonus event.

59. The gaming system of claim 57, wherein said bonus event controller randomly assigns at least one individual game element individually to each of said players in said shared Virtual Reality bonus event.

60. The gaming system of claim 59, wherein each of said players is enabled to alter said at least one individual game element in exchange for tendering one or more credits.

61. The gaming system of claim 30, wherein said bonus event controller comprises a bonus event computer.

62. The gaming system of claim 30, wherein said shared Virtual Reality bonus event is conducted using a plurality of Virtual Reality interaction systems.

63. The gaming system of claim 62, wherein each Virtual Reality interaction system of said plurality of Virtual Reality interaction systems is operably coupled to one of said first gaming units.

64. The gaming system of claim 62, wherein said plurality of Virtual Reality interaction systems is located at a shared bonus event location that is separate from said plurality of first gaming units.

65. The gaming system of claim 30, wherein said bonus event trigger comprises a specific predetermined random outcome occurring in response to a wager placed on any of said gaming units.

66. The gaming system of claim 30, wherein said bonus event trigger comprises a predetermined number or frequency of wagers being placed on said plurality of first gaming units.

67. The gaming system of claim 30, wherein said bonus event trigger comprises a passing of a fixed amount of time.

68. The gaming system of claim 30, wherein a player at one of said plurality of first gaming units may decline an opportunity to participate in a shared bonus event.

69. The gaming system of claim 30, wherein a player obtaining an additional qualification to participate in said shared bonus event is qualified to participate in a second occurrence of shared bonus event.

70. The gaming system of claim 32, wherein a player may retain said qualification to participate in a shared bonus event upon ceasing a session of play and participate in a later occurrence of a shared bonus event upon returning and initiating a subsequent session of play.

71. A method of providing an interactive physical skill game on a gaming machine, comprising:
providing a gaming unit for operating a primary game thereon, an outcome of said primary game being randomly selected;
operably coupling a bonus game controller connected to said gaming unit, said bonus game controller for initiating a bonus game upon the occurrence of a predetermined activity associated with said gaming unit, said bonus game comprising an interactive physical skill game awarding a bonus in proportion to a level of a corresponding physical interaction of a player with said gaming unit;
initiating said interactive physical skill game in response to said predetermined activity; and awarding a bonus to said player in proportion to said corresponding physical interaction..

72. The method of claim 71, further comprising configuring said bonus game controller in communication with said first gaming unit that said bonus game controller and said first gaming unit are integrated in a gaming machine.

73. The method of claim 72, wherein said gaming machine comprises a strike receiver and a striker.

74. The method of claim 73, wherein said interactive physical skill game comprises a player striking said strike receiver with said striker, to receive a bonus award in proportion to the force of said striking.

75. The method of claim 72, wherein said gaming machine comprises a mechanical arm.

76. The method of claim 75, wherein said interactive physical skill game comprises an arm wrestling game having a player manipulate said mechanical arm to receive a bonus award in proportion to the force of said manipulation.

77. The method of claim 72, wherein said gaming machine comprises a target display and a game gun.

78. The method of claim 77, wherein said interactive physical skill game comprises a shooting game having a player to shoot images displayed on said target display with said game gun to receive a bonus award proportional to a number of images shot by said player.

79. The method of claim 72, wherein said gaming machine further comprises a ball ramp and a number of ball receivers.

80. The method of claim 79, wherein said interactive physical skill game comprises a ball rolling game having a player to roll a ball across said ball ramp into one of said ball receivers for receiving a bonus award associated with said one of said ball receivers.

81. The method of claim 71, further comprising at least one Virtual Reality interaction system operably coupled to said bonus game controller.

82. The method of claim 81, wherein said interactive physical skill game comprises an interactive computer generated Virtual Reality game accessible to a player using said at least one Virtual Reality interaction system.

83. The method of claim 82, wherein said interactive computer generated Virtual Reality game comprises a hammer strike game requiring said player to strike a computer generated strike receiver with a computer generated striker to receive a bonus award proportional to a force of said strike.

84. The method of claim 82, wherein said interactive computer generated Virtual Reality game comprises an arm wrestling game requiring said player to arm wrestle a computer generated opponent to receive a bonus award in proportion to a force of said arm wrestling.

85. The method of claim 82, wherein said interactive computer generated Virtual Reality game comprises a computer generated shooting game having said player shoot computer generated images for receiving a bonus award in proportion to a number of said images shot by said player.

86. The method of claim 82, wherein said interactive computer generated Virtual Reality game comprises a computer generated ball game having said player hitting computer generated targets using a computer generated ball for receiving a bonus award in proportion to said computer generated targets hit.

87. The method of claim 71, wherein said predetermined activity comprises a specific predetermined random outcome occurring in said primary wagering game in response to a wager placed on said first gaming unit by said player.

88. The method of claim 71, wherein said predetermined activity comprises a wager of a predetermined value being placed on said first gaming unit by said player.

89. The method of claim 71, wherein said predetermined activity comprises a predetermined number of wagers being placed on said first gaming unit by said player.

90. A method of playing a game of chance, comprising:
placing a wager with a gaming machine for generating a series of random outcomes in a primary
game; and
qualifying for participating in a shared Virtual Reality bonus event upon an occurrence of a
predetermined activity on said gaming machine; and
participating in a shared Virtual Reality bonus event for receiving a bonus event award when
qualified to participate in said shared Virtual Reality bonus event.

91. The method of claim 90, wherein said predetermined activity comprises a
predetermined random outcome occurring in said primary game in response to said wager placed
on said gaming machine.

92. The method of claim 90, wherein said gaming machine further comprises a bonus
game controller configured for initiating a bonus game upon an occurrence of a predetermined
random outcome of said primary game.

93. The method of claim 92, wherein said predetermined activity comprises
participating in said bonus game and earning a bonus event award in said bonus game.

94. The method of claim 93, wherein said bonus game comprises an interactive skill
game having an interaction with said gaming machine.

95. The method of claim 94, wherein said gaming machine comprises a strike
receiver and a striker.

96. The method of claim 95, wherein said interactive skill game comprises striking
said strike receiver with said striker.

97. The method of claim 94, wherein said gaming machine comprises a mechanical
arm.

98. The method of claim 97, wherein said interactive skill game comprises
manipulating said mechanical arm.

99. The method of claim 94, wherein said gaming machine comprises a target display
and a game gun.

100. The method of claim 99, wherein said interactive skill game comprises shooting images displayed on said target display with said game gun.

101. The method of claim 94, wherein said gaming machine comprises a ball ramp and a number of ball receivers.

102. The method of claim 101, wherein said interactive skill game comprises rolling a ball across said ball ramp into one of said ball receivers.

103. The method of claim 94, wherein said interactive skill game comprises predicting an outcome of an event generated in said interactive skill game.

104. The method of claim 94, wherein said gaming machine comprises at least one Virtual Reality interaction system connected thereto.

105. The method of claim 104, wherein said interactive skill game comprises an interactive computer generated Virtual Reality game accessible using said at least one Virtual Reality interaction system.

106. The method of claim 105, wherein said interactive computer generated Virtual Reality game comprises striking a computer generated strike receiver with a computer generated striker.

107. The method of claim 105, wherein said interactive computer generated Virtual Reality game comprises arm wrestling computer generated opponent.

108. The method of claim 105, wherein said interactive computer generated Virtual Reality game comprises shooting computer generated images using a computer generated gun.

109. The method of claim 105, wherein said interactive computer generated Virtual Reality game comprises hitting computer generated targets by throwing a computer generated ball.

110. The method of claim 105, wherein said interactive computer generated Virtual Reality game comprises competing in making successful predictions against a computer generated predictor.

111. The method of claim 90, wherein said shared Virtual Reality bonus event comprises a racing game.

112. The method of claim 90, wherein said shared Virtual Reality bonus event requires competing against other players to receive a bonus event award.

113. The method of claim 112, wherein said shared Virtual Reality bonus event comprises at least one common game element randomly assigned in common to all players in said shared Virtual Reality bonus event.

114. The method of claim 112, wherein said shared Virtual Reality bonus event comprises at least one individual game element randomly assigned individually to each of said players in said shared Virtual Reality bonus event.

115. The method of claim 114, further comprising altering said at least one individual game element in exchange for one or more credits.